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Server-Side Engineer: Tech Lead Candidate | Game Company

Fully Remote Work★Flextime

募集職種

人材紹介会社

G Talent (ビズメイツ株式会社)

採用企業名

Mobile Game Company

求人ID

1562949

業種

インターネット・Webサービス

雇用形態

正社員

勤務地

東京都 23区

給与

550万円 ~ 750万円

勤務時間

Flextime system

更新日

2025年10月24日 16:40

応募必要条件

職務経験

3年以上

キャリアレベル

中途経験者レベル

英語レベル

無し

日本語レベル

ビジネス会話レベル

最終学歴

高等学校卒

現在のビザ

日本での就労許可は必要ありません

募集要項

【ABOUT THE COMPANY】

Although the number of employees is around 100, the company has achieved increased sales and profits for the 11th consecutive year, and they have also been listed on the first section of the Tokyo Stock Exchange. Their location-based game involving railway stations have aquired a lot of fans, collaborated with major railway companies, and have had a major impact on the economy around the stations. They have started building a blockchain platform recently, and they have a great potential to grow further.

[JOB DESCRIPTION]**■Your Role**

As a Server Side Engineer, you will exercise technical leadership to drive product development. The company will consider your individual strengths and areas you want to challenge yourself in when assigning responsibilities, which will include architecture design, technology selection, and implementation. You will work across functions—collaborating with engineers, designers, and Product Managers—to develop and improve the service.

■Responsibilities**Driving Specialized Domains**

- Service Core: You will be responsible for designing and developing the core APIs of the service, as well as the integration of the entire system.
- Data Management: You will handle database design and tuning, and optimize data linkage.
- System Health: You will focus on system construction and operation with a constant eye on scalability and security.

Quality and Productivity Improvement

- Leadership & Mentorship: You will conduct code reviews and provide technical guidance to the entire team.
- Process Enhancement: You will improve test automation and CI/CD pipelines and work to resolve technical debt.

Product Development Involvement

- Strategic Input: You will make technical recommendations and contribute to the requirements definition and specification review of the product.
- Cross-Functional Development: You will collaborate with designers, Product Managers, and planners on feature development and improvement.
- Full Lifecycle: You will be involved in the planning, development, and operation of both existing and new businesses.

*To develop efficiently, the company forms small project teams that include planners and web designers. These teams utilize various agile development practices, such as code reviews and test-first development.

■Technical Stack: Mobile Game and Mobile Content Businesses**Server-Side**

- Programming Language: Perl
- Framework: Amon2
- Testing Frameworks: Test::Spec, Test::More
- Other Tools: Aniki, Teng, perlcritic

Frontend

- Programming Languages: TypeScript, JavaScript
- Framework: Vue
- Testing Frameworks: Vitest, Jest
- Other Tools: Vite, Babel, ESLint, Pinia, Prettier, SCSS, Webpack

Native Applications

- Programming Languages: Swift, Kotlin, Dart, Java
- Frameworks: Ktor, Flutter
- Testing Framework: JUnit
- Other Tools: Cocoapods, Jetpack, Kotlin Coroutines, RxJava, RxSwift

Computing

- AWS Services: Amazon EC2 (Ubuntu), AWS Lambda

Data Store

- Databases: Amazon Aurora MySQL
- In-Memory Cache: Amazon ElastiCache (Redis/Memcached)

CDN (Content Delivery Network)

- Amazon CloudFront

Infrastructure

- Programming Language (IaC/Scripting): Python
- AWS Services: API Gateway, EC2, ELB, GuardDuty, Lambda, Route 53, S3, Systems Manager, Secrets Manager
- GCP Services: Cloud Pub/Sub, Firebase

CI (Continuous Integration)

- AWS CodeBuild
- GitHub Action
- Jenkins

Monitoring

- Amazon CloudWatch
- Firebase Crashlytics
- Mackerel

Analytics

- DOMO
- Google Analytics
- Adjust

Environment Setup (IaC/Configuration)

- Terraform
- Ansible

Collaboration & Development Tools

- Version Control: GitHub Enterprise
- Task Management: Backlog
- Collaboration/Whiteboard: FigJam
- Documentation: DocBase, Google Workspace
- AI Tools: GitHub Copilot, ChatGPT

■Development Methodology and Genre

· Development Methodology: Selected on a per-project basis, including Scrum, pair programming, test-driven development (TDD), and ticket-driven development.

· Development Genre: In-house service development and infrastructure operation for smartphone apps, social games, and mobile sites.

[WELFARE]

◆ Complete 2-day workweek system

Saturdays, Sundays, national holidays, year-end and New Year holidays (December 29-January 3)

◆ Paid leave

Up to 13 days in the first year * Granted from the date of employment

◆ Statutory leave

Maternity leave, childcare leave, nursing care leave, child nursing leave, nursing care leave, pregnancy leave, menstrual leave

◆ Other leave

Jury leave, congratulation or condolence leave, special leave

◆ Support for Remote Work Environment

Remote HQ, a rental service that supports the development of remote environments, is available

◆ Allowance for remote work

5,000 yen per month (to reduce the burden of utility and communication costs)

スキル・資格

[MUST]

5+ years of practical experience in web development (server side)

[WANT]

Experience leading development as a tech lead

[Ideal Applicants]

Love programming

■Commonalities of Successful Engineers / Recommended For Those Who:

Love Interacting with Technology

- Love programming.
- Enjoy continuously learning new technologies.
- Enjoy being exposed to a wide range of technologies.
- Want to learn broadly, regardless of frontend or backend.
- Aspire to be a full-stack engineer.
- Enjoy sharing knowledge in study groups.
- Want to master their skills and lead the team through technical excellence.
- Want to be surrounded by highly skilled engineers.
- Want to be surrounded by people who do competitive programming or regularly build apps and enjoy technical discussions.
- Want to remain a hands-on developer.

Love Teamwork

- Are active in building the engineering organization.
- Enjoy achieving results toward a common goal with a team.

Love Creating Things (Monozukuri)

- Enjoy collaborating with non-engineering roles (like planners and designers) to build products.
- Want to be involved from the planning stage and grow a product.
- Want to help people with the services they create.
- Want to create content that entertains people.
- Love games but are open to creating anything that delivers a new, valuable experience.

会社説明